

SCENARIO 1

THE CATAPULT. A shoot 'em up adventure for 2 to 4 military characters (preferably including at least one pilot).

General Information - Tindo.

The only moon of the planet Tlakatan, Tindo provided readily accessible minerals during the early stages of colonisation in this system. The ores so cheaply scooped from the moon's cratered surface were initially shoved into planetary orbit by means of a large linear accelerator. Four decades later, the moon Tindo is no longer important as a source of mineral ores. Mines on the planet's surface now supply the needs of Tlakatan's growing industry, and Tindo is now visited only by private prospecting concerns who still prospect for fresh ore deposits, basing themselves at the site of the old linear accelerator. The accelerator itself no longer operates, since it was deemed too dangerous to lob unguided masses so close to inhabited space. The linear accelerator still remains in place today, stretching out across the lunar landscape, but the system's fire control computers, main power source and supporting hardware have been removed or scrapped.

Immediately before our adventure begins, the privately owned mining base on Tindo will have come under attack by a group of terrorists (representing a radical anti-governmental political faction). Having hijacked the regular supply freighter, the terrorists stormed the base, massacring all they could find. The group have brought with them a micro-processor core and enough hardware to repair the linear accelerator, which they intend to use as a means of bombarding the planetary surface. Most of the station personnel have been killed by the terrorist group. Two persons have managed to conceal themselves behind an access panel in the living quarters, where they fearfully await new developments.

The player characters are all present on a light military aerodyne making a routine training mission in the general region of Tindo. It is up to the umpire to integrate player characters into the scenario in as reasonable a manner as possible - ie they might be new trainees, old hands supervising new recruits, or even observers. The umpire should feel free to create N.P.C. recruits in sufficient number to flesh out their ship's crew to about 4 persons.

Tlakatan Homeguard training flight T7, 2 hours out from the planet Tlakatan is in trouble. The mission's training officer, Lieutenant Aldrik (the pilot of the squad's aerodyne) has collapsed with appendicitis (or its nearest equivalent), and the squad must make their way to the nearest medical facility - in this case, the mining base on Tlakatan's second moon, Tindo.

In 30 minutes after the players land, Tindo will have rotated enough for the newly repaired linear accelerator to be brought to bear on the planet below. In addition, the sick flight officer will have a burst appendix and peritonitis before the next hour is up. Time is of the essence.

To supplement the party's side arms, the arms locker of the party's assault aerodyne contains 2 assault rifles and 4 magazines of ammunition. The arms store is kept locked, and the key is in the training officer's pocket. Opening of the arms locker is an action which player's will have to be prepared to justify to their superiors after the scenario ends.

- This adventure can often be played with "civilian" characters (recently called up for service with the local Home-guard due to the I.L.R. incursion). Start the scenario with the sudden illness of the training officer, Lieutenant Aldrik. (ie if the characters are all new recruits, the umpire might want to have the lieutenant succumb to his illness while the squad is doing its first zero-G movement drill). Aldrik is a strength 10 Possum (brush tailed), and should prove to be a rather massive load to lug around. In his illness he is neither particularly still, nor particularly quiet. The solar noise in the region of Tindo's day side is currently interfering with radio (a fact which the terrorists are quite aware of), and so a call to the mining base is out of the question.

Special considerations:

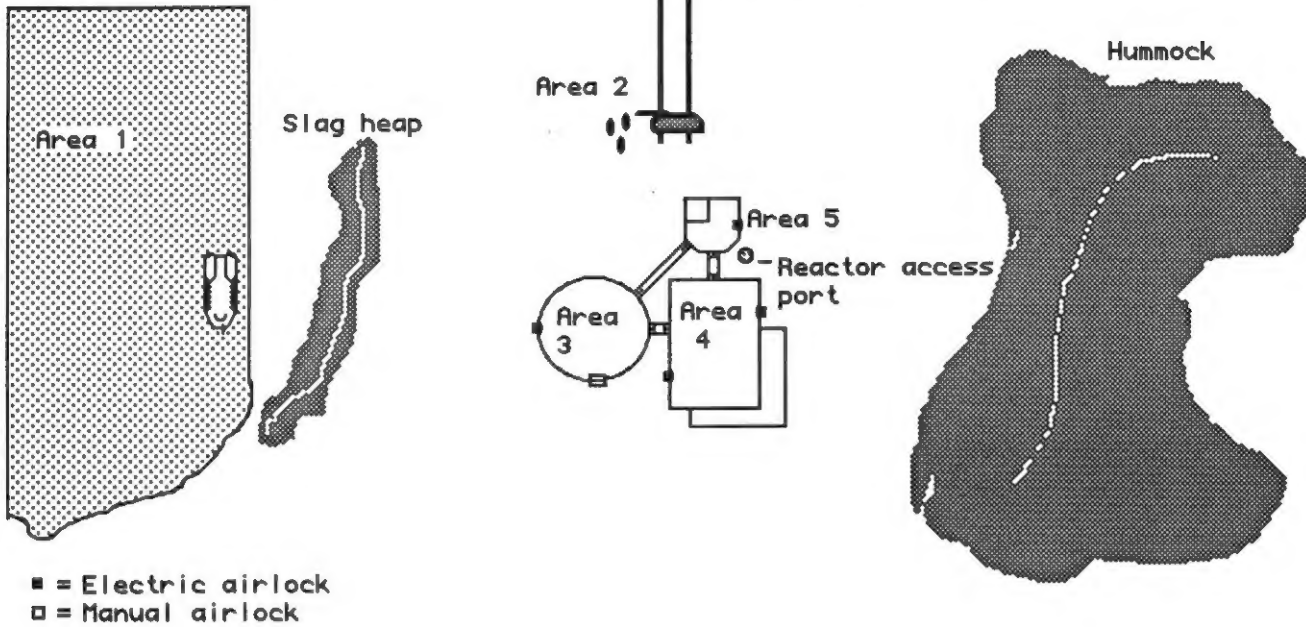
1 - Gravity. The local gravity is about 1/8th of a G. This makes for big jumps and no running movement.

2 - Vacuum effects. Remember to check for the sealing of punctures and fatigue loss caused by vacc suit pressure drops.

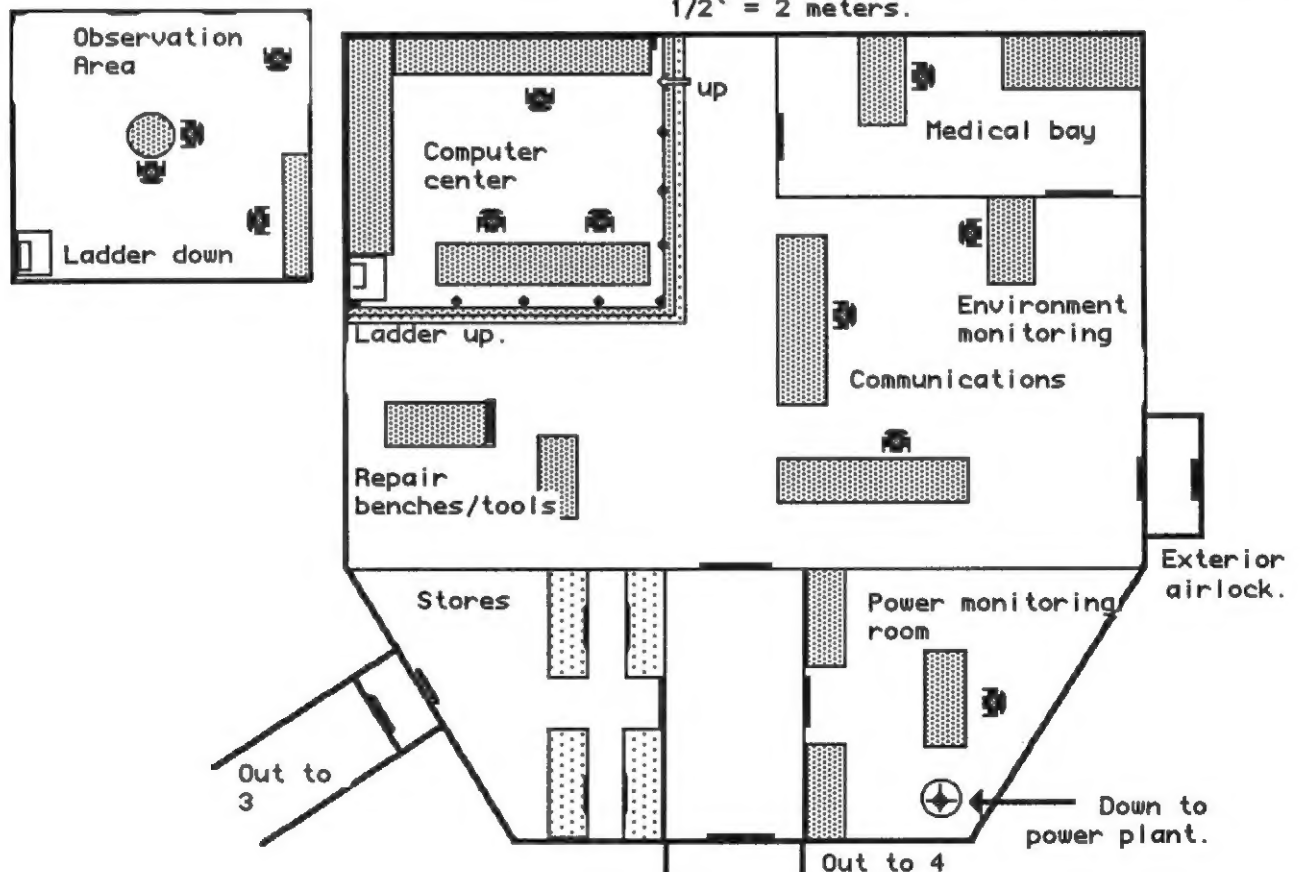
3 - Wall toughness. Walls have a penetration resistance of 12. Multiple breaches might defeat the ability of the bases puncture sealants (ie on a 6- on 2D6).

TINDO MINING BASE.

(Overview)

**Command center - Expanded view.**

1/2" = 2 meters.



THE STATION:

The party will arrive at the mining base just as the planet Tlakatan begins to rise above the moon's horizon. The outside temperature begins to climb drastically in the combined sunshine and planetary light. If an unskilled pilot is flying the party's aerodyne, have it come down fairly hard and develop a hull breach - but don't kill the party before the adventure really begins!

The rails of a huge linear accelerator are the dominant feature of the base. At one end of the "catapult" is the base itself, a set of three geodesic blocks interlinked by pressurised tubes. A broad landing area is currently occupied only by an aerodyne freighter. The loading cradles for the catapult are currently empty, although a number of 8 tonne mineral "packets" are ready for dispatch.

A fly over of the nearby crater walls will reveal another set of domes some 10 kilometers away. These domes are surrounded by vehicles loading refined ores for transport across to the catapult loading bay.

Please note that the terrorists inside the base will not notice the Homeguard ship landing, but will be aware of any airlocks opening or closing electrically. Manually operated emergency access ports can be found in the walls of the greenhouse and the living quarters.

Area 1 - Landing field.

A cleared section of ground. The main feature at the moment is a commercial freighter parked at the edge closest to the catapult station's buildings. The vessel has its cargo pallet open, and its running lights on.

A closer inspection - The body of a vacc suited cargo supervisor is sprawled across the freighter's cargo ramp. He has been shot from behind by an automatic weapon. Two more bodies may be found at the back of the freighter's cargo bay, neither of whom wear vacc suits.

An enormous cable runs from the power plant of the aerofreighter to the vicinity of the linear accelerator. The ship's power plant was used to supplement the base's meager reactors as the linear accelerator's capacitors were being charged up. There is no power currently running through the cable.

Area 2 - The cargo loading bay.

The enormous loading mechanism for the linear accelerator is the main feature of this location. Five minutes before the planet revolves fully into view,

an 8 tonne slug of metal will be grappled and loaded into the launching cradle. Any characters who see this and who have not yet realised what is going on may make an intuition roll vs 10 to suddenly see the terrorist's plot.

The loading mechanism may not be jammed from this location. It is too massive to be physically harmed or even slowed by the character's means at hand.

Area 3 - The greenhouse.

The greenhouse has transparent walls covered in strips of opaque shutters. The interior consists of a large open space occupied by many tiers of plants growing in trays of hydropin solution. Three bodies lie scattered about the room, all in the loose overalls of maintenance personnel. One has been gunned down on the run, while the other two have obviously been executed in cold blood (neck shot). "Tell tales" (small gas filled spheres with adhesive coated interiors) have floated over to one wall, where they have burst and plugged a set of bullet holes made in the compartment's wall.

A smashed and broken robot lies up against one wall (it is jammed across the emergency access port to the surface - only a small framed character can slip past unless the hulk is shifted). A brief inspection will reveal that the robot has been deactivated due to small arms damage to its power pack, but that the A.I. core is still operable. If it can be given an appropriate power source (it could be plugged in to a wall socket or even the power pack from a player's life support gear), the players would be able to talk to the robot brain. If the players can convince the A.I. that they are working against the terrorists (if provide Homeguard I.D.), then it will suggest that they net it into the base's computer system to gather intelligence. When it does so, it will discover the positions of the terrorists, the constant oxygen and power drain caused by the hidden crewmen in area 4, and the firing orders set into the catapult computers. Since the terrorists have a monitoring program set up, the robot will not be able to change any aspects of currently running programmes without alerting the whole base.

Area 4 - Living quarters.

This zone is not under pressure, due to the large number of punctures all through the exterior walls. The living quarters are a shambles. Bunk compartments and a common room are splashed with the remains of over thirty individuals. Characters should roll their coolness under fire skill vs 5 to avoid being overwhelmed with nausea. Hidden behind

an access panel in the common room are the station's janitor and medical orderly, both in vacc suit liners and helmets. They are beginning to suffer the discomfort of improper preparation for vacuum, but are too fearful to show themselves. They are currently linked to the station's oxygen supply via umbilicals.

A small armoured store cubby near the common room contains a box of mining explosives and detonators. Grenade strength explosives may easily be made from individual sticks of explosive wrapped in wire.

Area 5 - Command center.

5 terrorists now occupy the computer center, awaiting the opportunity to open fire on the planetary surface. They wear impact armour over their vacc suits, and carry assault rifles and assault carbines. One terrorist is near each of the three airlocks and 2 hover over the computer terminal goofing off and boasting of their recent exploits.

To the rear of this area is the infirmary, with its attendant medical computer. A few choice moans from Lieutenant Aldrik might occasionally serve to remind players of why they came to the mining station in the first place . . .

Area 6 - Power plant.

Buried several metres under the command center is the base's fusion power plant. An access tube leads up into the command center behind the computer center. Access from the outside may be made into the power plant by a well insulated character through the plant's auxiliary maintenance hatch.

POSSIBLE PLOYS:

The command center is only attackable by surprise. This is best achieved by using the robot brain to locate the terrorists and then either sneaking in through the power plant, or puncturing the walls or fiddling with the base's computers to draw a few of the terrorists outside.

Interesting effects might be made through proper use of the robot brain, which can be used to operate much of the base's automated equipment. A true maniac might even lift off the parked freighter and crash it into the command center, although this is not a recommended technique!

To truly finish the adventure, Lieutenant Aldrik must receive proper treatment, which means locating the hidden medical orderly. The other alternative will be a nerve wracking amateur operation under the guidance of the medical computer!

This adventure was run as a simple introduction to the ALBEDO combat system during playtest sessions at the Melbourne '87 "Arcanacon" convention. It has clearly been designed as a "shoot 'em up" for those who thrive on such things. This does not mean that the adventure must degenerate into a shooting match. One group managed to complete the adventure without firing a shot by welding terrorists into corridors, getting the drop on others from behind, and other well thought out ploys.

The rewards:

The following bonuses to the characters' self image/ego ratings should be made at the conclusion of the adventure:

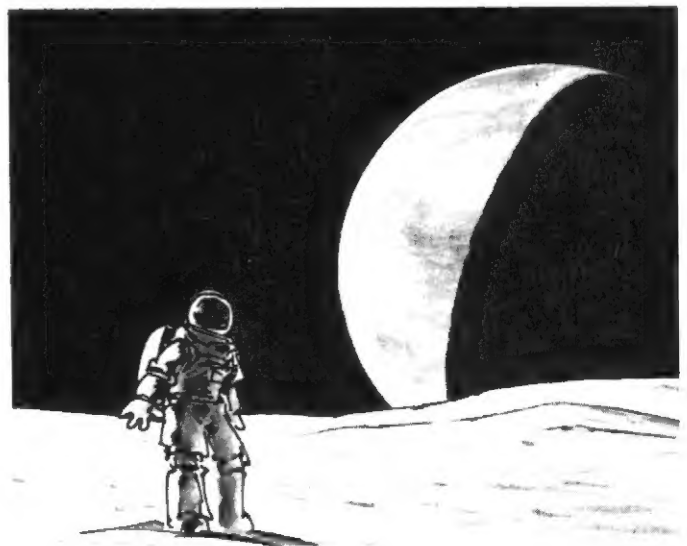
Save lieutenant Aldrik: +1

Finish scenario with no fatalities in the party: +1

Finish the scenario with major losses to the party: -1

These bonuses/penalties are in addition to those granted through normal play. As this is a fairly short adventure, there will be few opportunities for characters to gain experience in their skills. Allow all characters who were exposed to the carnage in area 4, or who participated in a firefight to roll for an increase in their coolness under fire skill.

As a final note to this adventure, we should deal with the worst case scenario where the terrorists successfully launch mineral packets towards the planet. If the player characters managed to send a message of warning out to the local Homeguard's aerospace command, then the missiles will be intercepted well before they impact. The terrorist's plan relied upon complete surprise for its effect.



SCENARIO 2.

TROUBLES ON TLAKATAN. - An adventure outline for 1 character.

This adventure is designed as an outline for an ongoing adventure for a single E.D.F. officer. The character should be from an E.D.F. combat arm, and may be of any rank from lieutenant on up (increase the ranks of the trainees to captain if the E.D.F. officer is of rank grade 3 or above). The character has been posted to the planet Tlakatan as a "Consolidated Tactics Co-ordinator" - an officer responsible for acquainting local homeguards with the latest E.D.F. doctrines and techniques to prepare them for close co-operation with E.D.F. forces. Postings to obscure planets as a CTC instructor can be a means of removing troublesome characters or punishing misdemeanours, so the player character might not be overjoyed with his new assignment.

The game will begin with the player character's arrival at the Nisha shuttleport (16kg kitbag in hand). Allow the player to read the background information on the Tlakatan system before commencing play. The player should be encouraged to choose his equipment before finding out where his new assignment will take him.

Referee's synopsis: This adventure is designed to be relatively harmless and non violent, and should involve a lot of problem solving and inter personal relations. The newly arrived E.D.F. officer is subjected to a series of witty practical jokes instigated by a couple of the base personnel. To enable himself to live in peace, the CTC instructor will have to identify the culprits and play a joke of his own.

Non Player Characters:

The Colonel

Name: Colonel Hupo

Race: Wolf

Str: 13 **Sta:** 12 **M.Dex:** 10 **Co-ord:** 9

Reas: 12 **Intu:** 9 **Dve:** 10 **Stab:** 12

Disposition: Cautious, Laconic

Description: Described more fully in scenario 3, Colonel Hupo has a number of troubles at the moment. He is therefore uninterested in hearing about trivial problems. Hupo fully expects the trainees to have pranks planned (Hupo went through his own "ordeal of fire" when he first arrived with the unit). He has a pretty good idea of the people behind it, but is content to leave the player character to its own devices unless the situation gets out of hand.

The tech crew

Name: Snr Tech Toquetl

Race: Rat

Str: 5 **Sta:** 12 **M.Dex:** 12 **Co-ord:** 11

Reas: 9 **Intu:** 13 **Dve:** 10 **Stab:** 9

Disposition: Talkative, Friendly

Description: Snr Tech Toquetl is a humorous, affable character who rarely shuts up. Wherever he goes, he keeps up a constant running dialogue in a thick local accent. Toquetl is a talented mechanic, gambler and story teller. He is also a major participant in the practical joke conspiracy. He gets on very well with Lt Keeki, and has been known to spend his free time in Keeki's company.



The trainees

All trainees have skill ratings of about 10 in their major professional skills.

Name: Lt Mixtli

Race: Budgerigar

Str: 5 **Sta:** 11 **M.Dex:** 12 **Co-ord:** 13

Reas: 9 **Intu:** 10 **Dve:** 11 **Stab:** 12

Disposition: Straightforward, Conceited

Description: A colorful character who can easily become annoying, Mixtli has usually done everything that you claim to have done, only he did it better. His airs and graces can swiftly become an irritation.

Name: Lt Chichimek

Race: Cat

Str: 8 **Sta:** 9 **M.Dex:** 11 **Co-ord:** 11

Reas: 11 **Intu:** 12 **Dve:** 13 **Stab:** 10

Disposition: Talkative, Polite

Description: An interesting fellow, Chichimek has a ready sense of humor, a hugely active imagination and an easy going (though proud) nature. He is a natural snoop, and will keep careful tabs on the activities of the player character out of a clinical interest. If befriended, he might prove to be a useful companion. He firmly believes that people should not be annoyed or irritated, since he wishes that others would do the same for him. Getting him into a practical joke conspiracy is thus a difficult task.

Name: Lt Keeki

Race: Raccoon

Str: 8 Sta: 10 M.Dex: 12 Co-ord: 10

Reas: 13 Intu: 9 Dve: 12 Stab: 10

Disposition: Devious, Laconic

Description: A man of few words, Keeki usually remains silent unless he has something to say. When he does voice an opinion, it is usually worthwhile. Possessed of a good sense of humor, he will often interject witticisms where they can do the most damage. Imaginative and competent, Keeki will tend to quietly go off and do a task while others are still talking about it. He is good friends with technician Toquetl, their opposite personalities actually seeming to compliment each other.

Keeki is the instigator of most pranks. Player characters might dismiss Keeki as a suspect early on in the scenario, since at first meeting he can seem very dour.

Name: Lt Topekah

Race: Rabbit

Str: 8 Sta: 12 M.Dex: 11 Co-ord: 12

Reas: 12 Intu: 10 Dve: 12 Stab: 8

Disposition: Modest, Responsible

Description: A female officer, Topekah is currently in a very strange mood, having been hurt by some of the rumors and gossip running around the base. With the outbreak of hostilities with the I.L.F. seeming immanent, Topekah is very sensitive about her race, since she feels that other people might suspect her loyalty. She is currently overcompensating for her insecurity by flinging herself into her job with excessive zeal.

Welcome to Tlakatan.

The Newly arrived E.D.F. officer will be met at the shuttleport by senior tech Toquetl. The weather is drizzle turning slowly into a thorough rain shower, and this is the point that the player should discover that he lacks proper rain gear. Toquetl will ferry the P.C. to the local ConFed center to meet the C.F.C. secretary, and will then drop the character off outside the visitor's quarters at the Takatoo Homeguard base just outside of Nisha central. Toquetl will babble on for most of the trip about nothing in particular.

Once the character has found its quarters, it will want to drop off its bags and go to see the base commander (Colonel Hupo). The sudden rainstorm makes this an unattractive prospect. Laid out on the bed are a local tourist's road map, a key to the quarters and a heavy rain coat. Players should be encouraged to have their character put the raincoat on, and go off to the officer's club in search of Colonel Hupo.

The "raincoat" is actually a wet weather protective suit used by disaster relief crews. It consists of a hood, and overalls (with the word "disaster" stencilled across the shoulders), and is several sizes too big. The net result once the suit is worn looks ridiculous. If the player character greets the colonel dressed in the suit, the Colonel will have trouble controlling his smirk, and other officers will eventually excuse themselves and move away, choking back laughter. Once actually in the officer's club, the P.C. will begin to notice that no-one else wears this sort of gear (they usually use umbrellas). The mess orderly is in on the joke, and will usher the character straight across to colonel Hupo without giving it the option of taking the raincoat off.

The raincoat event is typical of the sort of prank played upon helpless visitors by the locals. Feel free to think up more of your own. . .

The pranksters.

The mastermind behind the pranks is Lt Keeki, aided and abetted by Snr Tech Toquetl. The rest of the trainee crew suspect that Keeki is behind the practical jokes, but will keep this knowledge to themselves and watch the fun.

The jokes are being played in a spirit of fun, and are not intended to hurt their victim. Make the newly arrived E.D.F. officer feel isolated, picked on, conspired against if you desire - but most of all, try to make him feel challenged!

The way to stop the pranks is by winning the respect or affection of the pranksters. This is best done by having the character play a practical joke of his own (preferably something humorous and devastating). If successful, the pranksters will delightedly bow to a fellow spirit, and will treat the player character to a night out by way of apology. Suffering through a practical joke will cost the character self image, but a successful retaliation will recover all lost ego points, and will win friends and respect among the base personnel.

The training regimen.

The player character will hold daily classes with his trainees. A field exercise might be organised as an activity, and this could provide a change of pace. On the other hand, it also provides openings for pranks.

The training program might also include work on simulators, which can be played out as minor tasks and adventures. Lt Topekah will provide an easier opponent for electronic battles.

Sample pranks.

The pranksters are clever. They always arrange for a third party to distract the player during a time when they are setting up a joke, and cover each other with pre-arranged alibis. A clever player will lay a trap for the pranksters (such as giving them an opportunity to sabotage his quarters and watching from cover). The bases A.I. computer can become a useful friend and source of intelligence.

Pranks are rated as average or minor events.

Suffering from a practical joke will cause the player to roll on the random self image loss/gain chart. Minor events will cause a lower loss of self image. All self image points are temporary (lasting a few days only), but stay in effect for the whole scenario. Intuition roll may be used to allow characters to discover pranks before they take effect, but only if the player shows due suspicion or caution.

Prank 1: Binoculars.

MINOR: On a field exercise, the player character's field glasses are sabotaged. The eyepieces will leave a dense black ring around their user's eyes. Used to the best effect immediately before the P.C. reports to the Colonel, it requires the pranksters to gain access to their victim's gear.

Prank 2: Vehicle sabotage.

AVERAGE: A good gag to play before a field exercise. Toquetl will arrange for something spectacular but non dangerous to happen to the player character's vehicle. An AFV might be jacked up with its wheels *just* out of contact with the ground. Air vehicles might have lavender smoke flares attached to their rear etc.

Prank 3: The "grease gun".

MINOR: After the incident in (2) above, the player character might want to check his vehicle over very carefully before using it again. A sabotaged "grease gun" (a device used to spray lubricating powder into areas which seem to need lubricating) which shoots backwards all over the character could be fun. Another thing Toquetl might try is leaving something under the player character's seat in such a way that it will be seen. When dislodged, it will shoot a blob of fire retardant foam into the character's face.

Prank 4: Night alert.

MINOR: Lt Keeki has been on duty in the Colonel's office and overhears plans for a night alert exercise. With this in mind, he performs an act of sabotage on part of the E.D.F. officer's gear. Keeki will probably

simply swap the player character's clothes over for a smaller or grosly larger set, but feel free to think of other things he might try. This prank gives a definite clue as to who is behind the pranks - careful questioning will reveal that only Lt Keeki could have found out about the exercise in advance.

Retalliation.

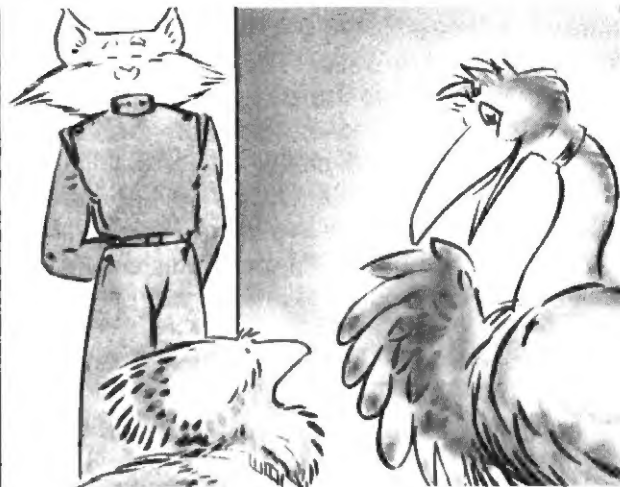
There are many opportunities to play pranks on Keeki and Toquetl. The other trainees will watch the player character's attempts with interest, but will not warn the victims unless the player's intended prank seems dangerous.

The rewards.

Once retalliation is made, the player character recoups all lost self image points and gains one or two extra points into the bargain.

If the player succeeds in playing a funny joke on Keeki and Toquetl, then all characters listed in the start of the scenario will roll for tie experience increase with the player character (including Keeki and Toquetl). The player character might also be able to get a free night out on the town at the expense of the practical jokers.





SCENARIO 3.

The party - a scenario for any number of players.

This scenario is designed as an introduction to alternative role playing (game playing without doing war crimes). As such, we shall provide a large number of characters with whom the players must interact in an essentially non violent situation. Most of the action will be provided by the players as they try to deal with the umpire run personalities. The party scenario is a perfect opportunity to experiment with the use of a "harlequin" during play. This scenario makes a good addition to a campaign game, where the characters have been given a reason to attend the party and have become familiar with their own characters.

Although designed for any number of players, the scenario will work best when run for one player at a time. In the swirling environment of a party, it is difficult for any two people to remain together for long, and so it is best to run one player alone for a while, and then send them out to make the coffee while someone else has their turn. Should two characters feel an unhealthy need to hang out together, then use an N.P.C. to separate them at the first worthwhile opportunity.

BACKGROUND:

A formal reception is to be held at the ConFed Secretary's's residence, Tlakatan. Each player character has either been invited, has wrangled an invitation or has gate-crashed. The player must select one of the goals below as the primary goal of his or her character for the evening:

- Make a good impression on the "right" people.
- Collect scandal.
- Seduce someone.
- Attract as much attention as possible to oneself without being thrown out.

These "goals" are chosen as an example of what will make the character "feel good" or "feel bad" during the evening, and thus give a guide to what will trigger changes in the character's self image rating. The goals chosen for the evening must be in keeping with the character's disposition.

Each player must then declare what their character will wear and carry to the party. Characters who do not wear formal gear will be denied admittance, or be forced to borrow a suit from the host once they arrive. Keep a careful track of characters who are carrying guns or weapons of any kind.

As the game progresses, keep a careful track of the new acquaintances and enemies which the character makes, and any fluctuations in self image which are triggered by events at the party. The party will last for about 6 hours before people will be encouraged to leave by the hosts' staff.

To impress someone (ie force an NPC to roll for random tie experience increase with a player character), the player must convince the umpire that he or she can successfully perform an act or carry out a conversation which will endow the target N.P.C. with a belief in the player character's wit, charm, intelligence, or its skill or experience in a field in which the N.P.C. has an interest. To aid in this, each major N.P.C. is given one or more interests. In each of the above cases, roll a characteristic check to see how successful the attempt has been. Roll the player character's reason vs 10 if the player was trying to impress someone with anything but its charm. If

charm was being used, use the character's intuition for the test. In each of the above cases, a skill in mingling may be substituted for the character's raw intuition or reason score, and a skill in repartee will allow the character to roll this skill vs the target's reason to be a successful "wit". Note that if the character exceeds the minimum required roll by more than 2 when in conversation with people of vulgar, dull, deceitful, conceited or cynical disposition, that person will develop a distaste for the character (negative experience), having just been "shown up" by the player character's efforts. Likewise, if the player fails a roll by the same margin in conversation with persons of any disposition, he or she has managed to entirely "underwhelm" the listeners, and also earns their distaste.

Flattery can get you everywhere. A roll of the player character's intuition vs the reason of the target makes for a successful bout of flattery (and triggering and automatic roll for positive tie experience increase) unless the target is of a cautious, cynical or straightforward disposition. A DRM of -2 is granted if the target is of a conceited disposition. Failed rolls create distaste as detailed above, with the distasteful failure limit being 2 above the required roll.

Would be seducers may attempt to seduce characters once they have an "opening" of some kind (providing that their "target" is currently amorously inclined). Use the favour rules to determine the success or failure of seduction attempts.

Games of chance can be simulated by simple dice rolls. Roll on the comparison chart comparing the gambling skills of the contestants, playing each off against the other until one gambler has won.



Alternatively, the players might wish to actually play cards or some other such game. This is a very good opportunity to bring a harlequin into play as one of the gamblers. Allow the player to hold an extra card in his hand if he has more gambling skill than his opponent.

EVENTS AT THE PARTY:

The ConFed secretaries residence on Tlakatan has a minimal level security monitoring system co-ordinated by an A.I. computer. The residence and the city of Nisha's ConFed central mission are thus unique on this planet, which strongly resents the invasion of privacy which such monitoring represents. Many guests will be quite self conscious during the early part of the evening, since they are all nervous of the A.I.'s constant scrutiny.

The monitoring system includes audio pickups and visual/thermal imaging monitor cameras in all rooms of the house and in strategic areas about the garden. These cameras will normally pick up the presence of concealed firearms on a person.

During the evening, an attempt will be made on Secretary Marek's life. The attempt will be made by the drinks waiter, who has been heavily "conditioned" by a terrorist group to perform this task.

At 6.30 pm, a noisy group of political activists will attempt to enter the building to see the secretary. Although the security guards turn the interlopers away, the secretary will come forward to see what the disturbance is all about. As he does this, alert characters will notice that Tarquan Reyna (see the character lists below) will edge close to the secretary. When he sees a player character looking at him, he will give a start and retreat back into the anonymity of the crowd.



At about 8.00 pm a crowd will gather outside the main gate, and these people will begin a noisy protest against the ConFed. An Aero 3 will arrive and deposit 6 armed Homeguard regulars to bolster the small security staff.

Once the protest begins, the security guards will go to the fence, the guests will peer out of the windows, and gambling winnings might disappear. When the attention of the guests has been gained by various rocks through the windows, the drinks waiter from the bar will approach Secretary Marek, produce a pistol (a 4 shot, 8mm pistol fashioned from some sort of "plastic"), and shoot him. Characters who remain alert will see the waiter's suspicious behaviour, and have a chance to save the Secretary (or at least to catch the assassin as he flees).

If the player characters have not been close to the Secretary, then no-one will have had a clear look at the assassin, and confusion will reign until someone thinks to check with the A.I. security monitor. Security guards will immediately begin searching the guests. This should be fun if one of the player characters smuggled a pistol or concealed weapon into the soiree . . .

Characters at the party.

The following characters should be read carefully. Only notable personalities are shown here. If other characters are desired to flesh out poker games, dances and such, roll 2D6 on the chart below to randomise an interest for the character:

- 2 - collecting
- 3 - a knowledge skill (history, philosophy, etc)
- 4 - arts
- 5 - games
- 6 - gambling
- 7 - work
- 8 - carousing
- 9 - sports
- 10 - sciences
- 11 - crafts
- 12 - adventure

The umpire should be free to think up his own interests for N.P.C.s.

The characters:

Name: ConFed Secretary Raymond Marek
Critter type: Bulldog
Str: 8 **Stam:** 6
M.Dex: 11 **Co-ord:** 8
Reas: 13 **Int:** 14
Drive: 14 **Stab:** 15

Disposition: Straightforward and talkative
Ties: Emily Marek (12), ConFed govt. (12)
Antipathies: None

Interests: Recent history, Antique vehicles.

Description: The host. This old fellow is a staunch ConFed loyalist, and is a sharp, calculating politician. His reputation for honesty and level headedness does much to undermine local agitation against the ConFed government. He has a concealed armoured vest worn beneath his immaculate formal suit.

Name: Mrs Emily Marek
Critter type: Bulldog
Str: 8 **Stam:** 11
M.Dex: 12 **Co-ord:** 9
Reas: 12 **Int:** 14
Drive: 10 **Stab:** 10

Disposition: Cynical, Friendly

Ties: Raymond Marek (12)

Antipathies: Marguerite Hynx (5)

Interests: Socialising, Philosophy.

Description: At 40 years of age, Emily has aged gracefully (for a bulldog). Always the dignified hostess, Mrs Marek will keep straight faced through all but the most devastating social disasters. Her jewelry is worth some 10,000 credits.

Name: Marguerite Hynx
Critter type: Chinchilla cat
Str: 7 **Stam:** 10
M.Dex: 10 **Co-ord:** 12
Reas: 9 **Int:** 13
Drive: 14 **Stab:** 8

Disposition: Reckless, witty

Ties:

Antipathies: E.D.F. (10)

Interests: Fashion.

Description: A beautiful journalist for the evening news nets, Marguerite is constantly on the look out for news and scandal. She is of a fun loving disposition until confronted by reminders of the "oppressive" hand of the E.D.F. , which she sees as a coercive force devoted to the curtailing of the individuality of ConFed member worlds. She will wax eloquent on this subject whenever the opportunity arises.

Name: Silvia Selma
Critter type: Goat
Str: 9 **Stam:** 8
M.Dex: 12 **Co-ord:** 10
Reas: 8 **Int:** 11
Drive: 9 **Stab:** 6

Disposition: Conceited, Talkative

Ties: None (unless you count a level 15 tie with herself . . .)

Antipathies: Flana Baxta (8)

Interests: Socialising, Fashion.

Description: Council member Selmas' daughter. A loud (and to many people, obnoxious) character who constantly seeks to attract attention to herself. Silvia will rarely stop talking long enough to allow a conversation to develop, unless she is being flattered, in which case she will gladly stop and listen.

Name: Flana Baxta

Critter type: Afghan hound.

Str: 8 Stam: 9

M.Dex: 11 Co-ord: 11

Reas: 13 Int: 10

Drive: 11 Stab: 12

Disposition: conceited, Witty.

Ties: None

Antipathies: Amorous men (10)

Interests: History, Literature, Drama

Description: One of the local social parasites. A plain girl, Flana has airs and graces which some people find attractive and others find unbearable. Flana has an unfortunate habit of "leading on" her suitors. She will never become seduced in the context of this scenario.

Name: Albrecht Walden

Critter type: Bear

Str: 13 Stam: 9

M.Dex: 10 Co-ord: 7

Reas: 13 Int: 12

Drive: 8 Stab: 9

Disposition: Cynical, Talkative.

Ties: Flana Baxta (10)

Antipathies:

Interests: Art, Literature, Music.

Description: A departmental head at the university of Tlakatan, tall, red eyed Albrecht is a very depressed character tonight. This is acceptable because his depressed moods in no way reduce his desire to be sociable. He will drink quite heavily if a character drinks with him, and talk loudly and at length about anything to do with modern music.

Name: Janno Drekk

Critter type: Goat

Str: 8 Stam: 10

M.Dex: 11 Co-ord: 10

Reas: 12 Int: 6

Drive: 13 Stab: 12

Disposition: Talkative, Dull.

Ties: Silvia Selma (13)

Antipathies:

Interests: Music

Description: Janno is hopelessly (and stupidly) in love with Silvia Selma. He will hear nothing said against her, and will eventually start to bother Silvia if anyone monopolises her time. Most people who know Janno will suffer conversation with him, but will gladly leave the conversation to the player character if anyone should be foolish enough to offer them an easy escape by joining into the discussion. Janno is the president of the Tlakatan loyal society, a highly respected yet very boring separatist organisation which is devoted to "the protection of Tlakatanian interests". It is an active agitator for the Tlakatanii independence movement, and a verbose but non dangerous opponent of the ConFed.

Name: Helena Ozaf

Critter type: Horse

Str: 12 Stam: 12

M.Dex: 8 Co-ord: 9

Reas: 13 Int: 10

Drive: 11 Stab: 7

Disposition: Conceited, Devious

Ties:

Antipathies:

Interests: Drama, Gossip.

Description: Helena is a bothersome character who will attempt to devastate the self image/ego of any female character who seems to be becoming popular. Having much in common with sharks and other voracious life-forms, she will circle her intended victim for a while, and then viciously attack her prey. Her means of attack is through "catty" comments. Have you ever seen two women verbally tear into each other while keeping perfectly straight faces? Try it some time. Here are some typical Helena comments:

"Lovely dress darling! But then you can get away with wearing that sort of thing. On me that would just look tacky . . ."

"How do you keep your hair that colour?"

Swapping acid comments with Helena requires the player to think up real insults to hit her with. If a particularly good "hit" is scored, Helena will stalk off, and the player character will earn the respect of 1 or 2 onlookers, and gain an increase in self image/ego.

Name: Tarquan Reyna
Critter type: Rat
Str: 6 **Stam:**10
M.Dex: 12 **Co-ord:** 13
Reas: 10 **Int:** 10
Drive: 9 **Stab:** 13

Disposition: Talkative, Comical

Ties:

Antipathies:

Interests: Sport, Art, Gambling.

Description: A wiry individual, most of who's life is spent making loud quips and comments. Tarquan is a talented gambler (skill level 11), who will agitate for a game of cards at the earliest opportunity during a conversation.

Tarquan is an agent for the Homeguard's security branch. If he becomes suspicious of the characters, he will keep them under careful observation. Tarquan has a pistol concealed in a shoulder holster. A very intuitive person who bumps into him might realise this fact (intu vs 15).

Name: Senator Talton
Critter type: Dog
Str: 12 **Stam:** 9
M.Dex: 8 **Co-ord:** 9
Reas: 10 **Int:** 12
Drive: 12 **Stab:** 6

Disposition: Straightforward, Talkative.

Ties:

Antipathies:

Interests: Food, Gambling, Travel.

Description: A member of Tlakatan's "upper house", Senator Talton is loud, outspoken and overbearing. If a character somehow manages to attract notice to itself during one of Talton's monologues, he will either take an immediate dislike to it, or treat it like a long lost brother depending on his first impression. He will never trust a man who doesn't eat well, but he states this often enough so that a character will hear this long before the senator approaches.

Name: Colonel Hupo
Critter type: Wolf
Str: 13 **Stam:** 12
M.Dex: 10 **Co-ord:** 9
Reas: 12 **Int:** 9
Drive: 10 **Stab:** 12

Disposition: Cautious, Laconic

Ties: ConFed (10), Tlakatan homeguard (12)

Antipathies:

Interests: Military history, Politics

Description: A tall, dignified individual, Colonel Hupo is devoted to the armed services (particularly his own command, the Tlakatan homeguard). The fur on one of the colonel's hands is lighter than the other, a memento of an extensive bout of regeneration treatment which he suffered through two years ago. Hupo is extremely reserved to those he does not know well. He will look out for Vinnie Alfara and intervene if she seems to be being taken advantage of by a would-be seducer.

Name: Pilot cadet Vinnie Alfara
Critter type: Mouse
Str: 5 **Stam:** 9
M.Dex: 14 **Co-ord:** 13
Reas: 13 **Int:** 12
Drive: 10 **Stab:** 9

Disposition: Friendly, Kind.

Ties: Colonel Hupo (8)

Antipathies:

Interests: Games & Literature.

Description: Vinnie looks incredibly petite tonight in a formal uniform and cloak. She is a friendly, easy-going person who openly admires her commander, Colonel Hupo. Vinnie is a trainee aerodyne pilot at the ConFed center, and is perhaps too innocent and open to be taken for a soldier when out of uniform. She is an excellent dancer, and her accent betrays an upper class upbringing.

ROOM DESCRIPTIONS:

Atrium:

First impression: A tastefully decorated room adjoining the dance hall. A bustling crowd can be heard within the main room. 2 lackeys are here to take coats and hats and check invitations, although the evening is cool and a cloak would not be amiss on the dance floor.

Second glance: The two footmen are actually soldiers in full dress greens. They have managed to sneak a few delicacies off passing refreshment trays, and the empty plates are partially hidden on a sideboard. Both men are, of course, unarmed.

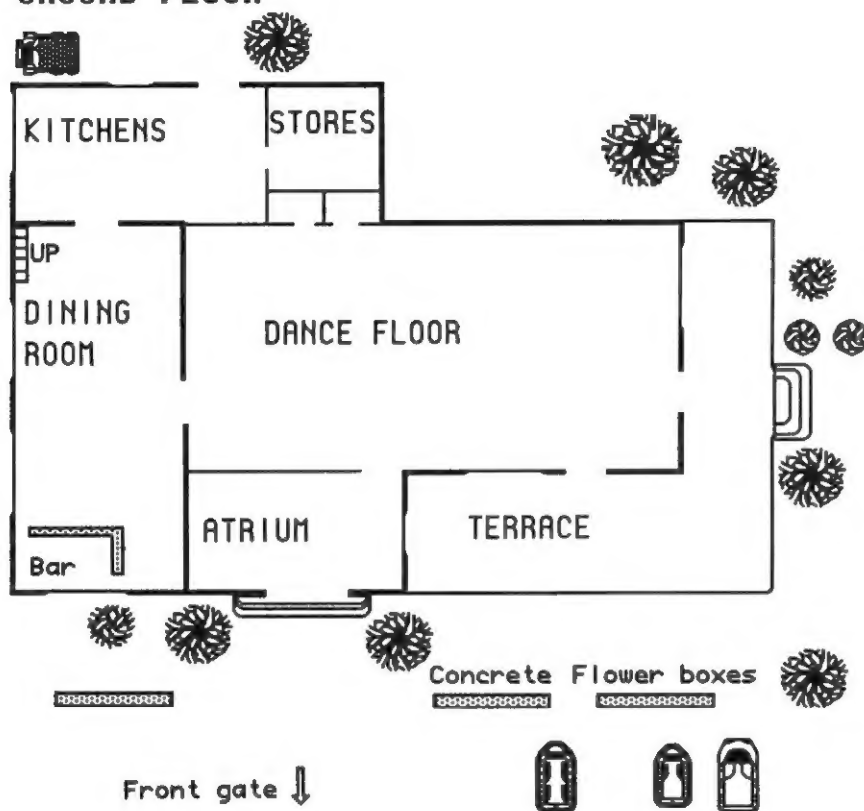
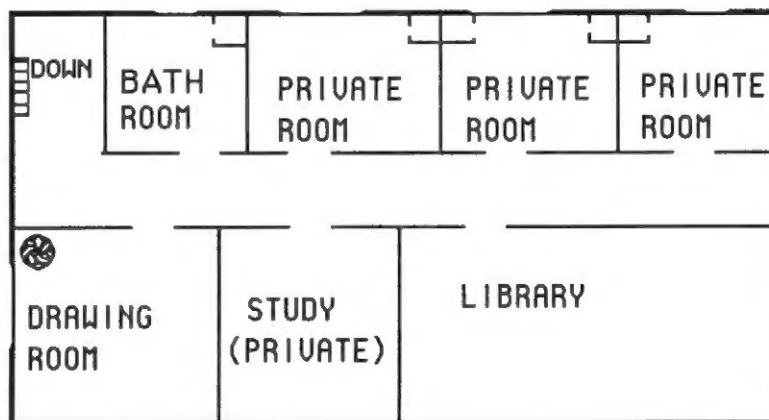
Terrace:

First impression: A shadowed veranda hung over with vines. The night is cool and clear, and the lawns are hidden in shadow.

Second glance: There are several couples scattered over the terrace. Some are talking, and some aren't. This is the best place to go to avoid attention.

Dance floor:

First impression: A wide room with a band playing its heart out at one end, and a large number of people

E.D.F SECRETARY'S RESIDENCE, TLAKATAN**GROUND FLOOR****FIRST FLOOR.**

dancing at the center of the room.

Second glance: This is a good room to meet people in. Most of the active party goers are in this area. Should you wish to avoid talking to someone, standing near the band should prove effective. There will always be 3D6 minor N.P.C's present on the dance floor.

Drawing room:

First impression: A quiet room with a table, pool table, several chairs and a small bar. Several bookshelves are scattered about the room.

Second glance: This would be the perfect place for a game of poker, or for an intimate discussion between a small group of people. There are cards and dice sitting on the table, and poker chips on one bookshelf.

Library:

First impression: A dark, shadowed room crowded with bookshelves. Several settees and couches line the walls.

Second glance: In one corner an N.P.C. is asleep. Should he awaken, he will hear any goings on which occur in the room. He will not be found unless the room is carefully checked.

Dining room:

First impression: A long, wide room dominated by a huge dining table. A well laid out smorgasbord is the focus of attention of 2D6 N.P.C's. In the south west corner of the room is a refreshment bar, where a pair of cheerful bartenders dispense drinks to the crowd. (note: The taller of the two bartenders is the assassin who will strike later on in the evening. He has a pistol concealed under his jacket, and he is aware of the Secretary's habit of wearing concealed body armour).

Second glance: A couple of people are getting down to some really serious business deals down by the bar. A political discussion is just hotting up in the N.W. corner of the room. where a well spoken gentleman in a loud shirt is holding forth on ethics and morality. The hard pragmatism of his views are causing quite a stir.

N.P.C. : Harcourt Elys

Critter type: Terrier.

Str: 7 Stam: 9

M.Dex: 10 Co-ord: 12

Reas: 15 Int:10

Drive: 12 Stab: 11

Disposition: Straitforward, Witty.

Ties: None

Antipathies: ConFed government (10)

Interests: Current affairs, Socio-history, Philosophy

Description: A specialist on ethics, Harcourt is a past-master of the techniques of public debate. Any character who disagrees with Harcourt's position will swiftly be shown up as an idiot, unless the character has a repartee skill. If the character argues well, he will earn Harcourts' respect, and Harcourt will introduce him to Albrecht Walden and Marguerite Hynx later on in the evening.

Private rooms:

These rooms are all locked. Should anyone be unwise enough to unlock one, they will discover each of these rooms to be a well appointed bedroom containing the private effects of the hosts. About five minutes later the security team from the grounds will arrive to escort the interlopers off the premises..

Grounds:

First impression: Dark, shadowed grounds well filled with trees, vines and flower beds. It is a fine night (which means that it is going to rain all day tomorrow . . .)

Second glance: Two Homeguards (a fox and a dog) with thermal imaging goggles, assault carbines and flak armour patrol the grounds. They are likely to disturb any little tete-a-tetes organised in the garden.

AFTERMATH:

The scenario is not over with the assassination attempt. There is still a hostile crowd outside, some of whom are armed. If enough numbers gather, then they would rush the fence and its half dozen guards. There are many important persons at the party who should be protected from such an event - but alerting the authorities or escape might prove difficult with a fanatical assassin still at large . . .

Political background to scenario 2.

The critical events of the night have been orchestrated by a radical, militant separatist faction which has been incited into performing an act of overt terrorism. The secretary's party, with its high concentration of influential local V.I.P.s was a golden opportunity.

The umpire must feel free to develop the plot from here to suit his own campaign. For instance, increased terrorism might increase local security measures, and this could serve the ends of several different factions. The government of Tlakatan will be loath to clamp down tough security measures, but discourages either separatist or centralist sentiments.

The rewards.

The following self image/ego bonuses will be accrued by characters at the end of this scenario (in addition to the self image changes which have occurred in the course of normal play).

Save secretary Marek, or apprehend his assassin: +2

Achieve a goal which was set for the evening: +1

Making a fool of yourself during the evening will

cause a variable loss of self image depending on the character's DRIVE characteristic:

Drive 5 to 8: -1

Drive 9 to 13: -2

Drive 14 or 15: -3

There are few opportunities for a character to gain experience in its skills over a single evening, but feel free to award experience rolls in such skills as mingle or seduction if a character was at low levels in these skills (6-) but used them successfully.

Non Player Character Follo

The following list of pre-done characters is designed to provide the umpire with a set of characters suitable for fleshing out encounters. The characters' skills have been prepared with combat in mind, and all ability scores are at training level 10 (plus or minus a small random factor).

Critter number: 01

Critter Type: Lion

Characteristics

Strength: 12

M. Dexterity: 9

Reason: 8

Drive: 12

Initiative dice: 1D6

Disposition: Antisocial

Skills

Coolness Under Fire: 12

Spot hidden Object: 10

Hide in cover: 8

Sneak: 8

Long-arms: 9

Handguns: 9

Throw Grenade: 9

Stamina: 8

Co-ordination: 8

Intuition: 11

Stability: 14

**Character number: 02**

Critter Type: Bear

Characteristics

Strength: 15

M. Dexterity: 10

Reason: 5

Drive: 12

Initiative dice: 1D6+1

Disposition: Cruel, Conceited

Skills

Coolness Under Fire: 12

Spot hidden Object: 9

Hide in cover: 10

Sneak: 10

Long-arms: 10

Handguns: 10

Throw Grenade: 11

Stamina: 13

Co-ordination: 6

Intuition: 13

Stability: 10

**Character number: 03**

Critter Type: Rhino

Characteristics

Strength: 14

M. Dexterity: 8

Reason: 9

Drive: 7

Initiative dice: 1D6-1

Disposition: Cautious, Deceitful

Skills

Coolness Under Fire: 7

Spot hidden Object: 9

Hide in cover: 8

Sneak: 8

Long-arms: 11

Handguns: 11

Throw Grenade: 11

Stamina: 9

Co-ordination: 7

Intuition: 8

Stability: 11

**Critter number: 04**

Critter Type: Bird (Raven)

Characteristics

Strength: 6

M. Dexterity: 11

Reason: 12

Drive: 14

Initiative dice: 1D6

Disposition: Polite, Straightforward

Skills

Coolness Under Fire: 14

Spot hidden Object: 11

Hide in cover: 11

Sneak: 11

Long-arms: 10

Handguns: 10

Throw Grenade: 10

Stamina: 13

Co-ordination: 12

Intuition: 10

Stability: 9



Character number: 05

Critter Type: Gopher

Characteristics

Strength: 9

M. Dexterity: 11

Reason: 11

Drive: 6

Initiative dice: 1D6

Disposition: Polite, Generous

Skills

Coolness Under Fire: 6

Spot hidden Object: 10

Hide in cover: 10

Sneak: 10

Long-arms: 11

Handguns: 11

Throw Grenade: 9

Stamina: 13

Co-ordination: 8

Intuition: 11

Stability: 8



Character number: 06

Critter Type: Raccoon

Characteristics

Strength: 8

M. Dexterity: 7

Reason: 13

Drive: 11

Initiative dice: 1D6

Disposition: Conceited, Cynical

Skills

Coolness Under Fire: 11

Spot hidden Object: 11

Hide in cover: 13

Sneak: 13

Long-arms: 7

Handguns: 7

Throw Grenade: 11

Stamina: 11

Co-ordination: 13

Intuition: 9

Stability: 12

